

AYTRON

ENGLISH

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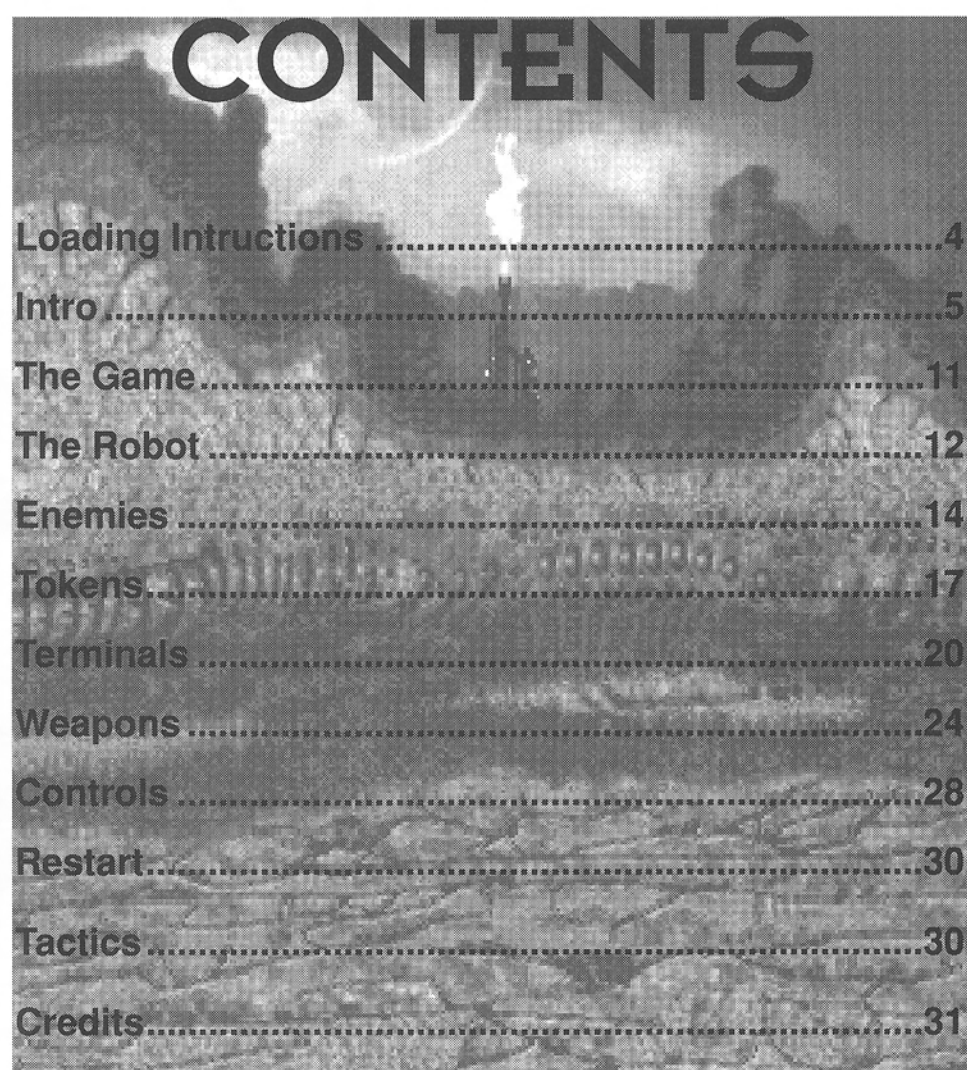
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LOADING INSTRUCTIONS

IMPORTANT: Always switch your machine off for at least 30 seconds before loading the game. Failure to do so may result in virus contamination of the **Cytron** master disk. See the Virus Warning and the Warranty Notice in this manual for further information.

AMIGA

Switch your computer on. Insert a *Kickstart* disk if so prompted. When the display prompts for a *Workbench* disk insert Disk 1 of **Cytron** in your computer's internal drive. Insert Disk 2 when prompted.

Cytron is played with a joystick plugged into the second joystick port and/or a mouse plugged into the first joystick port.

LOADING TIPS

Should the title screen not appear within 45 seconds of turning on your machine there may be a problem with your computer system. Check your computer connections and that the above instructions have been correctly carried out. If you are sure your computer is functioning properly (i.e. other software loads successfully) and are still unable to load **Cytron** then you may have a faulty disk, in which case you may obtain a free replacement from **Psygnosis Ltd**. All **Psygnosis** products are fully guaranteed - see page 31 for details.

VIRUS WARNING !

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To avoid virus infection always ensure that your machine is switched off for at least 30 seconds before loading this game. Please see page 31 for more information regarding viruses and your warranty.

CYTRON

"Cytron!?"

"Yep! A bloody good machine if you ask me." Graham Duddle's voice was full of pride for his ingenious invention. "Not only is it totally remote, capable of multi-weapon armament and semi-intelligent artificial thought processes but it also has the nifty nack of being able to split into two bloody good machines! Bloody brilliant!"

"But what's the point?" Mike Landers was head of a successful organisation involved in shady experiments. All his complexes were underground, in more ways than one. " I mean, ok so it's... ohhh... what's that dumb phrase they overused years ago...?"

Duddle thought, "Absolutely wonderful?"

"Naah, it's something like, er, Strike... um, Space Of The Cart... No, no, er, it's Snake something, erm, Help me Duddle!"

"Snake In The Grass?"

"Are you taking the hiss?" Landers snapped.

"Would I?" Duddle put on his most innocent face and looked lost at the ceiling.

"Snake Of The Ark!" Shouted Landers, impressed with himself for having dragged the phrase from the darkest depths of his befuddled mind. "Yeah, that's it! Snake Of The Ark."

Duddle wasn't so sure, but he said nothing.

"Ok, so it's Snake Of The Ark technology, but what's the point of having one?" Times have changed, crime is minimal, war is a thing of the past and the threat of alien invasion has been nullified... to all intents and purposes."

"Ah ha!" Duddle leaned forward in his seat, the deep red leather upholstery squeaked quietly as he moved... it could have been worse, "You said it yourself: '...to all intents and purposes', even you admit there's still a chance that non-terrans could take an aggressive interest in us, we still need protection, some sort of safe-guard, an insurance policy."

"Look Duddle," Landers pointed a meaningful finger at the diminutive inventor, "any little green men who have the technology to actually get here, travelling through the cold empty void that is space, can have no need for our backwater sciences."

"No Mike, you're wrong! Earth has countless resources that could interest outsiders, you must realise we are a prime target for

invasion."

"And you think Simon will save us.?"

"Who?"

"Simon, your Snake Of The Ark robot."

"That's Cytron, Mike."

"Yeah, yeah, whatever. You think this schizoid droid is our saviour?"

"Yes, ...it's a bloody good machine!"

Landers folded his arms and looked thoughtful. "I'm not convinced. What the hell do I want with a Robot Split. I mean how much does it cost? Is it reliable? Has it been fully tested? Is it environmentally friendly? Would you take it home to meet mother?"

"It's all of those things, Mike, and much, much more... just give it a chance to prove itself." Mike Landers turned to face a Profit/Loss screen on the wall. Duddle sensed he might lose his case, he played his ace: "Of course Mike, you do owe me. Remember Horizontal Hazel and the Sackcloth Saga? Common knowledge of that interesting little incident could give your shareholders

something to think about...."

Landers spun round to face Duddle. "You wouldn't!"

"I don't want to do it, Mike... Just give Si, er, Cytron a chance, please."

"I'm disappointed in you Mr Duddle, I expected more from a so-called friend." Landers looked genuinely hurt.

"I'm sorry, Mike. But I need this break."

Landers sighed and sat heavily in his chair. He stared out of his 89th storey window over the pink smog that choked the bustling city below. "Ok, but I want it fully tested before I commission one."

"One?!" Duddle was about to push for the commissioning of an army of Cytron robots, when the Visicomm message light flashed red. Mike Landers pushed his little 'accept call' button and the face of a man distraught faded on-screen.

"Winthropp!", exclaimed Landers, "What do you want? I thought I told you never to call me at work. What the hell 's going on?"

The scene behind Winthropp was one of panic and destruction, explosions punctuated his every word so that he not only had to shout to make himself heard but also keep moving to avoid flying

debris. "Sorry Mikey, but this is urgent! We're under attack, someone is releasing our experiments and trying to destroy the installation! We need help... and quickly..."

Winthropp disappeared in a flash of white light, the image faded and the Visicomm went black.

"Oh No! Sweet Buns!" Landers was white, he dived for his desk and stabbed another button.

A voice crackled, "Security, Rowland speaking."

"Rowland, this is Landers. What's going on at our Coracon complex?"

"From info just coming in, sir, apparently the slave droids used in the work force have gone crazy. They're destroying the whole bunker and attacking our scientists there."

"Can't you send some of your guys in, Rowland?"

"Negative, sir. Even a crack team of Droid Bashers is no match for some of the experiments that are running riot in there".

Duddle grabbed his chance, "We could always send Cytron in, Mike. It would be easy to control him from here, and bringing the scientists out would be a doddle if we fitted him with a transporter."

"A doddle, Duddle?"

"It would only take me minutes to prepare him, Mike. He could be in there rescuing your scientists in less than an hour..."

Landers thought for a moment, "How much?"

"People are dying, Mike! Can't we discuss cost after we've saved lives?"

"Ok Duddle! Send Simon in..."

Duddle sprang to his feet and strode towards the door, he paused for a second and turned to Landers, "Sweet Buns?"

"Don't push it!" Landers snarled to a slamming door.

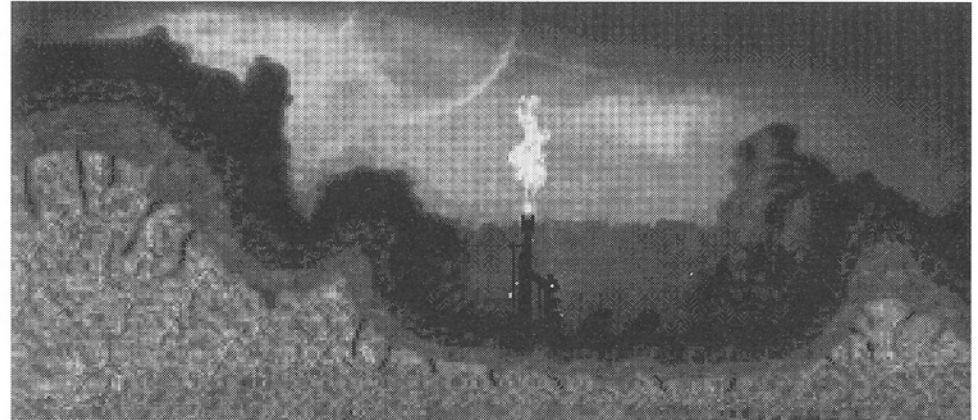
CYTRON INSTRUCTIONS

Note: Although the name Cytron is used extensively in the following instructions it is applicable to both Cyt and Ron unless otherwise stated.

CYTRON: THE GAME

You must guide a Cytron robot through an extensive underground research bunker in which the resident robots have run amok.

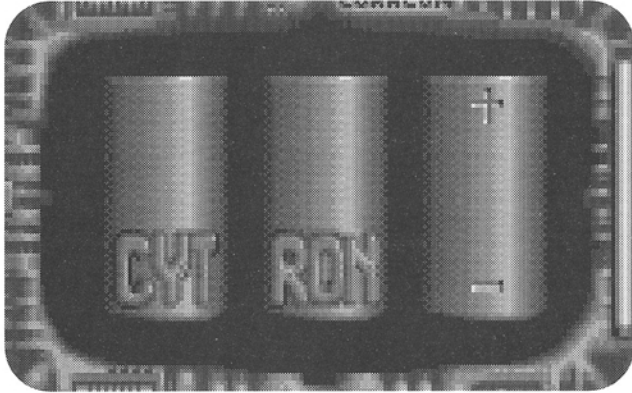
They have released many of the experiments and are attacking the scientists. Cytron must rescue as many humans as possible from each level. Progress to the next level will only be permitted if sufficient scientists have been rescued.



CYTRON: THE ROBOT

Cytron is comprised of two robots combined (Cyt & Ron) which may be controlled either in the state of a single large robot or as two independent smaller robots. Some weapons are only available to a specific robot or combination of robots. Only smaller robots (Cyt or Ron) may access narrow corridors.

When controlling one of the smaller robots the other robot will cocoon itself. While in this state most aliens will bounce off it and



it will only take a small amount of damage. Other aliens are more persistent and will eventually destroy it, therefore the cocooned robot should be positioned in a relatively safe place and you should keep an eye on its energy level.

Each robot has 100 units of energy which is drained on contact with the enemy robots, force fields etc. When combined, both robots take equal damage. Both feature a reserve energy pack which holds surplus energy. In the event that both of the robots are destroyed they will be regenerated using energy from this pack.

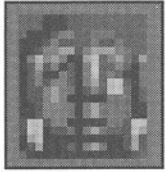
The robots interact with the current level via switches and pressure pads which must be shot at or driven over to be activated. Terminals are also available which allow you to reconfigure Cytron's weapons and redistribute energy, examine miniature maps and access various security features. Scattered around each level are various useful tokens which, when collected, may help Cytron complete its mission.

As soon as one of the intelligent enemies spots Cytron they initiate a detonation sequence for the current level. From this moment on Cytron has a limited amount of time to rescue the scientists and escape to the next level.

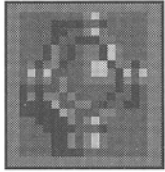
Note: The detonation timer will be frozen while Cytron is logged on to a terminal. Also, from a sufficiently high-status terminal, the detonation sequence may be reset.

ENEMIES

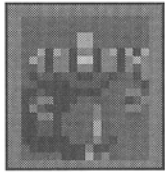
Cytron has to face the following hostile robots and creatures:



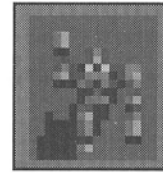
STORMERS - Standard patrol robots which remain stationary until they detect Cytron, at which point they attack.



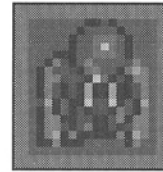
BOUNCER - A non intelligent alien which bounces around the level.



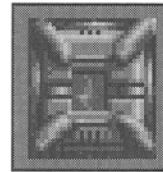
ASSASSIN - Found guarding scientists. When they detect Cytron they head straight towards their hostage and attempt to kill him. Cytron must either get to the scientist first or kill the assassin. If the hostage is killed or rescued the assassin turns his attention on Cytron.



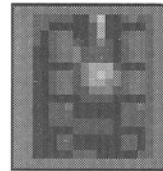
EXOSKELETON - Mindless robots that wander around levels at random. When their sensors detect the body heat of a nearby scientist they head straight towards him. If they manage to capture the scientist they combine with him to form a cyborg.



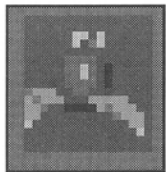
CYBORG - These are indestructible creatures made when an exoskeleton captures a scientist. They head straight towards Cytron and attack.



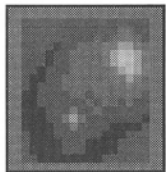
ALIEN GENERATOR - Stationary manufacturing machines. When they detect Cytron they begin building extra robots (either Stormers or Bouncers). When damaged they decrease the rate at which they generate new robots. It is possible to turn some of them off or on using special switches.



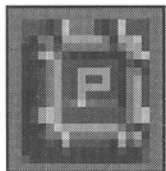
TANKS - Tough robots that fire a stream of deadly missiles at Cytron.



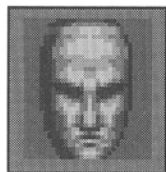
WALLWALKER - Dumb maintenance robots that patrol the walls of the complex.



BLOBS - Regenerate themselves to eventually fill the entire level. If Cytron drives over them their slime slows the robot down.



PLUTONIUM POD - Only present on reactor levels. They don't move but if Cytron gets too close it overheats and damages itself. When shot at they are merely pushed away. If 2 or more pods are pushed close together they both explode taking out everything within a certain range (including scientists & other robots). If there are any other pods in blast range then they will also explode, possibly setting off a chain reaction. Care must also be taken not to push them too close to scientists, or they will be killed.



HOLOGRAMS - While only present on Holodeck Levels, they are not restricted by walls, force fields etc. And Cytron's weapons go straight through them. However, they can damage Cytron. The only way to destroy them is to destroy the projector that's generating them.

TOKENS

WEAPON TOKENS - Octagonal tokens that add half the maximum ammo for a particular weapon to Cytron's arsenal. The weapon will not become active immediately, Cytron must log onto a terminal and select the appropriate weapon - see Terminals section.

SECURITY PASS TOKEN - Square tokens marked with either a +1, +2 or +3. When collected they boost the security clearance of Cytron for when it logs onto a terminal and allow it to access security functions that were not available previously. The token remains active until the end of the level or until Cytron malfunctions. If Cytron collects a second security token the token with the highest value takes effect i.e. the bonuses are not added together.

All other tokens are circular :

ENERGY TOKEN - Adds 50 units of energy to the robot that collects them (Cyt or Ron). If Cytron picks up a token, the 50 units of energy are added to both Cyt & Ron's energy level. Any surplus energy is transferred to the reserve battery.

INVISIBILITY TOKEN - Cloaks the robot that collects it, making it temporarily difficult for enemies to detect it. However it does not grant invulnerability and Cytron still takes damage if hit.

FREEZE TOKEN - Temporarily freezes all enemies and scientists in the current zone. Note - Cytron still takes damage if it collides with a frozen enemy.

CONFUSION TOKEN - Temporarily cause all enemies to move in the opposite direction to normal.

BEACON TOKEN - Activates a subsonic beacon which causes all scientists (conscious or unconscious) to move towards Cytron. If there is anything dangerous in their path (such as a force field or enemy) they may be killed. It remains active until the end of the level or until Cytron malfunctions.

UV TOKEN - Makes hidden writing on the walls or floor visible. This may provide clues to the function of switches or pressure pads.

The token remains active until Cytron malfunctions.

Note: If a token is collected by Cytron then both Cyt & Ron will be affected by the token when they split up. If a token is collected by Cyt or Ron then the other robot will not be affected by the token. However, if they join together again then Cytron will be affected by the token.

At any time you can find out which tokens are active by logging onto a terminal and selecting the 'player' option from the 'status' menu.

TERMINALS

Situated in every level are various computer terminals. You log onto them by parking Cytron over them and pressing the space bar.

Each terminal has a fixed security level that determines which options are available from the 'security' menu. If you have collected a security pass then this is added to the security level of the terminal and will be used to determine what options are available to Cytron.

You may manoeuvre around terminal screens by either clicking on one of the border screens, which selects that option, or by clicking on the central screen which takes you to the next higher screen or logs you on in the initial level.

If the space bar is pressed while you are logged on as either Cyt or Ron then control will swap to the other robot, the current robot remains logged onto the terminal. This allows both robots to log onto different terminals. If both robots are logged on then it is possible to transfer energy between Cyt & Ron.

You may log onto each terminal for a limited period of time only, indicated by a vertical bar to the right of the central screen. If time runs out you are logged off and have to find a different terminal through which to perform further functions.

OPTIONS AVAILABLE FROM TERMINALS:

WEAPON MENU - Used to select with which weapon to arm Cyt, Ron &/or Cytron. See weapons section for more details

STATUS MENU - Features the following options:

- Displays your stats, giving details of which tokens are active

- Calls up a Level Information Screen

- Displays which zone of the level you are on

- Displays your current score

- Displays the energy levels of both robots and the reserve battery

- Displays the current Cyt weapon, the current Ron weapon and the current Cytron weapon.

ENERGY MENU - Enables you to check and redistribute the energy levels of Cyt & Ron. To transfer energy between Cyt & Ron you must either be logged on as Cytron or both Cyt & Ron (on different terminals).

SECURITY MENU - Options available from this menu depend on the security level of the terminal and the security passes held by the user. The options are:

VIEW CURRENT ZONE - Displays a floor plan of the current zone, any scientists on the level are shown as flashing red squares.

VIEW ALL ZONES - Displays a floor plan of any of the zones on the level and the position of scientists.

VIEW LEVEL FEATURES - Displays a floor plan of any of the level zones together with the position of either the enemy robots, conveyor belts, forcefields, terminals, switches, pressure pads, blast doors or teleports.

RESTART LEVEL - Cause the level to be restarted when you exit the terminal (see restart section below for more details).

TURN LEVEL LIGHTS ON/OFF - When the level lights are off the enemy robots detection systems are hindered, making it slightly easier to sneak past them.

PROCESS SWITCH - Enables you to change the state of any switch on the level from within a terminal. 2 icons cycle through the available switches while a third icon allows you to view the position of the switch on the level. A fourth icon enable you to flip the switch. The switch does not take effect until you exit the terminal.

RESET DETONATION TIMER - Turns off the detonation timer, giving you more time to complete the level. As soon as an intelligent enemy detects Cytron the timer is re-engaged - from its initial value.

Some terminals allow codes to be entered which will reprogram the level exit teleport to an alternative destination.

WEAPONS

At the start of the game the only weapons available are a Standard Laser and a Grenade Launcher. These weapons have unlimited ammunition and will always be available to you.

Tokens to collect ammo for other weapons can be found scattered around the levels. When collected they will give Cytron up to half the maximum amount of ammo for that weapon. The weapon will not become immediately active. Instead Cytron must log onto a terminal and select that weapon.

Weapons are divided into three categories: High power weapons that may only be used by Cytron, Grenade weapons that may only be used by Ron, and Laser weapons that may only be used by Cyt. Although Cytron has a class of weapons all to itself it can also use any of Cyt or Ron's weapons.

If Cytron runs out of ammo for the current weapon then the default weapon is automatically selected.

The weapons available are:



STANDARD LASER - Cyt's & Cytron's default weapon. Unlimited ammunition. Low damage but long range. Will bounce off mirrors and go through glass.



HEAVY LASER - A Cyt weapon. More effective than a standard laser but with a shorter range. Will bounce off mirrors and go through glass.



INDUSTRIAL LASER - A Cyt weapon. Similar to a heavy laser but even more powerful and with a shorter range.



SONIC LASER - A Cyt weapon. Although this is the least powerful of the lasers it has the ability to shatter some mirrors and glass allowing you to gain access to other areas of the complex.



STANDARD GRENADE - Ron's default weapon. These explode after travelling a short distance or when they hit an obstacle or enemy. They damage everything within a small radius. Unlimited ammunition.



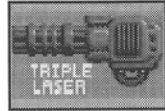
HEAVY GRENADE - A Ron weapon. Similar to a standard grenade except they do more damage and have a larger explosion radius.



STUN GRENADE - A Ron weapon. When these explode they release a cloud of gas that temporarily freezes all robots or scientists in the vicinity.



MINE GRENADE - A Ron weapon. When fired these remain on the floor until either an enemy or scientist travels over them, or until their timer runs out. They explode to damage everything within a large radius.



TRIPLE LASER - A Cytron weapon. This fires 3 lasers at once. Each laser bolt is equivalent to a Heavy Laser bolt.



CLUSTER BOMB - A Cytron weapon. This fires a grenade which, when it explodes, splits into 8. Each piece of shrapnel will then travel a short distance before exploding. Very powerful but takes a long time to reload.



HEAT SEEKING MISSILE - A Cytron weapon. This fires a missile which tries to home in on hostile robots. It can take a few seconds to lock onto a suitable target so it is best used in wide open spaces.



VORTEX LASER - A Cytron weapon. This releases a slowly expanding circle of laser bolts that will destroy virtually anything. Very effective if released next to an Assembler.

BONUSES - COMPLETION OF A LEVEL:

1	point for each bonus square
1	point for the first bonus square picked up (flashes blue when driven over). On collecting consecutive bonus squares the points are doubled until a life is lost.
20	points for each unit of energy remaining (not including the power in your battery)
25	points for each second remaining
500	points for each scientist rescued up to target figure then;
1000	points for first extra scientist rescued
2000	points for second extra scientist rescued
4000	points for third extra scientist etc (points are doubled for each extra scientist over required amount)

ADDITIONAL BONUS:

320000	points from accumulative bonus squares and you are rewarded with 200 energy points.
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CONTROLS

The following control options are available. They may be selected using the Function keys F1 - F5 from the title screen or at any time during the game.

You may find the different control methods are increasingly difficult to master but each one will give you increased control over Cytron making the game easier in the long term. In particular the reactor levels will be much easier with the mouse control modes because they allow the Plutonium Pods to be pushed at obscure angles.

F1 - SINGLE JOYSTICK MODE

This is the default mode and behaves as you would expect. Pushing the joystick moves Cytron in that direction and pressing fire fires the current weapon.

F2 - SINGLE JOYSTICK MODE WITH LOCKING

If the fire button is not pressed then you move and fire in the direction of the joystick. If the button is held down while the joystick is pushed in a particular direction you continue to fire in that direction for as long as the button is held down. This enables you to move and fire in different directions. Useful for running

away from an enemy robot while continuing to fire at it. If the button is held down while the joystick is centred then you won't fire until the button is released.

F3 - DOUBLE JOYSTICK MODE

The first joystick controls Cytron's movement while the second joystick automatically controls the firing direction. Neither joystick button needs to be pressed to move or fire.

F4 - SINGLE MOUSE MODE

The mouse moves a pointer around the screen within a small radius of Cytron. If the left button is pressed the robot moves towards the pointer. If the right button is pressed the robot fires towards the pointer. Holding down the right-Amiga key will lock the movement direction. And while pressed, the robot maintains movement in the locked direction whenever the left mouse button is pressed. Holding down the right-Alt key locks the firing direction. While this is pressed the robot maintains firing in the locked direction whenever the right mouse button is pressed.

F5 - DOUBLE MOUSE MODE

The first mouse moves an X cursor around Cytron. When the left button is pressed the robot moves towards the X.

The second mouse moves a + cursor around Cytron. When the left button on this mouse is pressed the robot fires towards the +.

RESTART

Level Restart can occur when any of three things happen - You select restart from a terminal, the level explodes and Cytron has some energy remaining in the reserve battery or Cytron malfunctions and the space bar is pressed to select restart.

In either case the level is reloaded and all player information (including score, weapon ammunition, tokens active and so on) will be reset to the values when you first entered the level - with the exception of the reserve battery which will be one life (200 points) lower.

You should only use restart if you find yourself in a position where it is impossible to complete the level (e.g. if too many scientists have been killed for you to reach the target number). If Cytron malfunctions and you don't press space to restart then energy from the reserve battery will be used to generate a new robot and you may continue playing the level.

Whenever either of the robots dies they lose all tokens, a weapon and some bonus points. Therefore, if you keep topping up Cytron's energy from its reserve battery, using a terminal, thus avoiding dying too often, you should find the going much easier.

Pick up energy tokens with Cytron whenever possible since this gives you twice as much total energy. If the detonation timer hasn't started yet then avoid the robots that start the detonation sequence (Stormers, Assemblers, Assassins, Tanks, Cyborgs & Holograms).

If the timer is getting low try and find a terminal with a high enough security clearance to reset the detonation sequence. Consult the terminal level status screen. This may provide vital clues on how to complete the level.

CREDITS

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